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Baby Booney's Gift

by
Darcie Lawson

Submitted in Partial Fulfillment of the
Requirements for the Degree
Master of Fine Arts

MFA Imaging Arts / Computer Animation
School of Film and Animation
Rochester Institute of Technology
Rochester, New York
December 2001

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"Baby Booeys Gift"

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December 14, 2001

Table of Contents

Title Page.....	i
Reproduction Permission Page.....	ii
Thesis Report	1
Appendix A: Original Thesis Proposal.....	18
Appendix B: Interactive Flowchart.....	25
Appendix C: Character Sheets.....	27
Appendix D: Script	35
Appendix E: Original Storyboard	61
Appendix F: Screen Shots	87

Thesis Report

The Idea

The best place to find ideas are in an idea book. What's an idea book? For me, it's a collection of ideas, thoughts, dreams, stories, images, descriptions, and other concepts that I've drafted into a notebook as a reference. It comes in quite handy at times, actually — like when you need an idea for a thesis, for instance. That's where I got my idea...after trying out a different idea...or two...or more, I honestly can't remember how many as it seems ages ago.

My first concept was a story my mother told me from when she was a child. It had to do with loggers and a moose calf and a child who befriends the animal. This is a family story that I've wanted to publish as a children's book for a while. When I proposed the idea, the question was then posed to me "Why animate it?" I thought it obvious at first, "Because it's easier than working with kids and animals on film." But the more I thought about it, the more I realized that my mom's story was meant to be filled with detailed illustrations and lavish descriptions of the environment of the loggers' camp — something that I could not do justice to in animation.

That whole ordeal made me think more of "what" to create for my thesis rather than "what story" should I tell. Why did I go to graduate school? What did I want to get out of it? What kind of portfolio did I want to land my dream job? With those questions in mind, I knew I was on the right track in determining a story for

my thesis. My idea book had tons of concepts that would work for quick animated jokes to lengthy novels. I then had to choose the right story for the right job.

I thought about what kind of animation job I wanted to have. To begin, I was definitely NOT a 3D animator. I enjoyed my 3D classes to some extent, and was glad I took them...but I had no skill with Maya or Alias, so that was out of the question. I was more comfortable as a 2D animator, but was not a strong illustrator. Not an easy time for me to draw a few thousand pictures to make a movie. UGH!

That left me with stop-motion animation and multimedia. This was more up my alley! I really liked stop-motion and would love a career in it. But I also liked web animation and wanted to learn some additional coding (as tough as that would prove for me). Then it struck me — I'd make a video game using stop-motion animation. I had recently played a video game called "The Neverhood" which was entirely animated using clay pixelation. It was beautiful and added a new visual aspect to video games that I had never experienced.

I looked through my "idea" book and came up with some events that happened to me as a child. Back when I was in 4th grade I came to school with a small piece of "fun tack" (the sticky blue clay that is used to tack up posters to walls). "Fun tack" was a somewhat new concept and it drew a bit of attention. I don't even remember where I found it...maybe there was some left on a wall and I claimed it for myself. I made a point of showing off this little blue treasure to some friends

and soon found someone wanted to trade for it. He offered me a brand new box of sixteen Crayola crayons. How could I refuse that? After all, the fun tack was about the size of a nickel and those were NEW crayons. So, the exchange was made and each of us walked away thinking the other a loser. I then showed off my haggling prowess to yet another friend who had been “dying” to get new crayons. Why, I couldn’t understand, because she had an entire box of 64. After seeing my first success, I casually offered the new crayons of sixteen for the old box of 64. She wasn’t too crazy about the trade, but she couldn’t take her eyes off the pointy tips of the perfect sixteen. She eventually caved in, and I walked away with a huge box of 64 Crayola crayons — and all that from a fingertip of blue sticky stuff.

That was my childhood story. At the young age of nine, I learned a life lesson that ANYTHING can be valued as either treasure or trash to any given individual. In other words...one person’s trash is another person’s treasure. Now, how was I to turn that into a thesis? Maybe it was interesting to read for a paragraph, but it seemed rather boring to turn into a video game. Or was it? I began thinking of ways to make it work.

The Story

If I was going to make this into a video game, then it should be interactive with a good plot. Games, just like movies, need a good story to propel the animation and characters along and to gain interest from the viewer. I started off with kids in

school trading items. I made one character the protagonist with a goal. What do kids worry about in elementary school? I remember I always worried about if certain people liked me. Well, OK...certain boys. That was about the age (for girls, anyway) to try to start getting attention from the boys. I then had the idea of trading to get the attention of a boy. So, of course, I wanted my main character to be female. Added to the pressure of the main character was making the story a gift-giving occasion like St. Valentine's Day. Lastly, I made a bunch of obstacles for her to trade something of low quality to something of high quality (in her mind) in order to gain the affection of a certain young man.

My next step in the story development was to decide what kind of world these children live in. Or did they have to be children? Actually, monsters have always been more fun and interesting to me than children. And with that, a world was created involving monsters and a school for monsters. The only thing that I had seen at that point that I wanted to be sure not to "copy" from was *Ahhh! Real Monsters*. As that show dealt with the process of school (showing classroom lectures, homework assignments, teachers, etc.) I wanted to stay away from all that. My story was about trading which always took place before school, in the bathrooms, in the hallways, between bell rings, etc. So, I made sure not to involve teachers and class time. I thought it would be easier not having to involve more characters than necessary.

I then needed to figure out my target audience. As the origins of this story took place when I was around nine, I decided that the age group of 9-12 would be

perfect for my target audience. However, I didn't want to entirely turnoff any adults, so I had to be sure to keep it attractive with subtle wit for the grownups. That was the creation of my story!

Interactivity

With the base of a story in place, I needed to figure out the pathway to get from the beginning of the story to the end. And how it would branch out and where those branches would go. So, I sat down and devised a huge, elaborate interactive game that would take hours to play. How fun! Then I realized that it would take years to make. How un-fun! So, I reworked it into something that I hoped would allow for choice and re-playability, but would not drive me crazy in both coding and creating tons of animation. It was rather simple: first make an introduction setting up the situation then give the user a choice of three paths to take. Each path had only one, linear direction it could go, but I would throw in choices here and there, making the user think it was more interactive than what it was. Maybe this wouldn't be as fun as having each choice become its own branch and then each choice within that having a branch, but I certainly wouldn't end up in the loony bin before completing it. At this point, I decided to describe my thesis as "an animation with slight interactivity" rather than "an interactive game".

As this story design loaned itself to have very little coding and interactivity, I decided to include a simple game within each of the three story lines. I knew my

skills at gaming were weak...leaning on obsolete, so I made sure that the games would be easy to make. However, the actual concepts of the games would follow later once I had written a script and had more details concerning the story.

Character Design

Because my animation was going to have several characters with whom “Baby Boeey” (my main character) had to deal, I felt it best to start drafting them. First, the obvious thing to do was to create Baby Boeey. This was rather easy because I had already created her a while back in my “Drawing for Animation” class. We had an assignment to mold some type of character with clay. I had no idea on “who” I was going to create; I just worked the material until I came up with something. Her original appearance was much more rotund and less innocent than she ended up being in my animation. From the model, I drafted “turnarounds” that showed about 6-8 different angles of the same character position in order to see the character from all sides. I then created a “character sheet” which showed examples of different emotions conveyed by the character.

With all of that done previously, I felt that I had a very solid character in Baby Boeey full with personality and design.

Next, I had to make her classmates. This was a lengthy project. I mostly just doodled in notebooks as I sat in lectured classes and thought about “fantasy” monsters and such. Partly because *she* was a monster...or alien...or creature to

begin with, and partly because it's more fun to create characters that can live in a world where you know immediately is not like ours.

Eventually, my characters started to grow. I had to be sure that even though I wanted all of my monsters to look unique and different, that they all looked like they came from the same world. Some of my designs were not working at all. I drew some characters that were very angular in design or too flat or just too weird. Some of them were pretty interesting, but would have been extremely difficult to animate. For example, one monster was a kind of slug with no arms or legs. Any kind of walk-cycle would have to involve an inchworm way of moving and then the idea of grabbing and holding any kind of item for trading was quite impossible. So, that character never made it past the "brainstorming" stage.

Those who made it past the drafting stage had to be developed into full characters. They needed personalities, and motives, and well...character. So, after I had completely created a monster on a piece of paper, I had to give it a history and an attitude. No particular rhyme or reason existed to my method in determining the monsters' personalities. If I happened to draw one with angry eyes and a smile, then I deemed him a "wiseass". If another one had an unhappy mouth and bugged-out eyes, then he was the paranoid sissy, and so forth. Once I created a general personality for a character, I then tried to give it further depth with a history. Was it male or female? (After all, they're monsters and had no discernable genders.) I tried to visualize what kind of student it was in school. Did

it have friends? Did it do its homework? Was it a bully or a victim? What did it do for fun?

With those answers, my last thoughts were with the voices. I had a total of about 15 characters (ultimately, I only used 11). I needed *all* of the voices to sound different and original. I didn't like how *South Park* obviously uses only two to four people do the voices of an entire town. At least in *The Simpsons* the voice actors are talented enough to disguise their voices so three actors actually end up voicing about 20 characters. That was to also be my next task. I assigned very stereotypical voices to the monsters. For example, the "tough" guy had a Brooklyn accent; the "intellectual" had a Marvin the Martian voice; the "nervous" guy had a Jimmy Stewart accent; the "gossiper" had a Valley Girl accent and so forth. As this animation was designed for children, I felt using these types of voices would prove most successful with my audience. Some because that's what they would expect and some because exaggerated voices provide humor for most people. With that, I felt my characters were all complete and ready to go!

The Script

Next on my list was to write the dialog. Since this animation was about trading and communication (with some action to supplement the talking) I really needed to concentrate on the conversations. It was the talking that would propel the animation (or not). This was the phase that I developed the details to my story as well.

Now that I had my characters and their personalities, it was easy to think of what that character would have in its possession and what it would prefer to have (hence, the trade). As this world is a “monsters’ world”, everything had to be a bit twisted and disgusting. Again, I was shooting for a young audience who are at the age where “gross” is good. So, of course, bathroom humor was then the way to go here. Boogers, farts, earwax, dirty bathrooms, and cockroaches all seemed like good choices to me.

I also needed more than bathroom humor to propel the animation. Kids at that age are usually starting to discover the world of popular music and start fighting with their parents over the car radio station. I had to have a trade for “Muzak” where in the backward world of monsters, they actually liked it (but were still repulsed by it...remember, “gross” is good). And then lastly, I wanted to throw in some political/popular commentary geared for the adults. That’s where Kathy Lee Gifford, Ross Perot, Bill Clinton, the Teletubbies, and Michael Jackson came in. Michael Jackson wasn’t very current any more, but I always enjoyed poking fun of him. And the kids knew him. The young kids wouldn’t know Kathy Lee and Perot, but I couldn’t resist using them for the sake of the adults. I had then completed my list of items for trading in the script.

My next concern was creating the three games for each storyline. As I previously stated, I needed these games to be simple to code for my sake. I brainstormed about different games and came up with a “Simon Sez” game, a “Mix-n-Match” names to items game, and an eye-hand coordination game. The “Simon Sez”

game is something I usually associated with sound or music. As one of my trades included a musical record, it seemed a good game to have Baby Booeey play a musical instrument to prove her worth in gaining a record. The idea of drawing a line from a list of names to the list of items worked well with the Sell-A-Tubbies trade where Baby Booeey would have to correctly name all four Sell-A-Tubbies in order to win the correct one. And lastly, the eye-hand coordination game worked well in the bathroom where Baby Booeey had to perform the "Swirl Challenge". I'm not sure where the idea originated, but I do know that bullies would "swirl" their victims' heads in school toilet bowls when I was that age, so the idea fit in the my past memories and my current animation.

The last concern over the script was trying to maintain each character's "voice". The "voice" is the personality of the character. A writer needs to be very careful that her own voice doesn't seep through into a character that is not her self. It is great if your main character (as was in my case) is similar to the author. Baby Booeey's voice was my own voice most of the time. Her reaction to the situations, the words she chose to speak and the manner she spoke them greatly reflected me. But I had to be sure that none of my other characters would sound like Baby Booeey (therefore, sounding like me again). To aid me in this mission, I took the printouts and descriptions of the characters whose dialog I was currently writing and taped it to my computer. It helped remind me of that monster's attitude and personality. If the monster had a particular accent, I had to remember it and sometimes spoke it out loud as I wrote the dialog. Again, this helped me stay true to the character and script I was writing.

The Storyboard

At this point, everything was set up for me to start drawing my storyboard. I had my character designs and a detailed description of the story with dialog. This process wasn't very mind-boggling. It just involved a *ton* of time to draw on all of the index cards (over 400). Because this was an interactive animation, I ended up having three different animations going on. I could reuse some of the cards I drew due to repetition in choices within the different options at the same levels. I didn't play too much with different camera angles or elaborate movement with the animation because I knew I was going to have my hands full of the sheer volume involved in creating my thesis.

The Animation

Things got hairy here. Originally, when I wrote my Treatment and Proposal, I was planning on creating a stop-motion interactive animation. I had found an Information Technology student who said he wanted to write my code and I was to provide him with tons of images from my stop-motion set. I thought this would look super cool and be pretty amazing, but then reality set in. I was moving from Rochester back to my apartment (my tiny, tiny apartment) in Queens, NY. Plus I had two cats that for some reason never listened to me when I would say, "Don't jump on that!" So, the idea of me having a stop-motion set that would remain untouched for a year during production just wasn't going to happen.

However, the answer to this problem presented itself to me soon thereafter. I had just finished an independent study learning Macromedia's Flash. This program was designed for users to create interactive animations for the web. It has its own drawing and art tools as well as both easy and complicated code for interactivity. That was the road for me to take! Plus, it put me back into the driver's seat with the coding portion of my thesis (which was good, because my coder bailed on me...he moved and never returned my calls or emails).

I was then ready to start using Flash to animate my thesis. I needed to start at the beginning and make an animatic. It took me quite a while to scan in all of my index cards, but I did. I then imported them into my Flash program and broke my thesis into thirteen main movies (an introduction and then a movie for each of the four levels of each of the three choices). I added basic functions such as simple buttons needed when the user had to make choices so the animatic would work on a basic level.

My next task was to record the voices. I asked some friends who I thought could be successful with certain voices. Josh Gramse was the lead voice actor who voiced a total of six monsters all with separate tones and accents; Oscar Warelis acted out three characters; while my sister Debbie Graffox, my friend Susan Hoell and I each did one character. I directed and recorded everybody by myself. Josh had already voice acted many times before and was most helpful. My other actors had never done it before and thought it'd be a bit easier than it was. But in the end, they all did a great job and were very good sports about it.

To record the voices, I had purchased a Sony MiniDisk Recorder for under \$300, a high-quality microphone for \$80, and a few disks at \$2 each. The quality wasn't quite as good as a DAT recorder, but the difference in sound was so negligible, that it was more than worth it (especially since DATs can be well over \$5000). The MiniDisk itself is about the size of a person's palm and is easily transported. I used this device several times for both voice and sound effects. The recorder easily connected to my computer where I used SoundForge to record the sound being played into the computer from the MiniDisk.

I continued working with SoundForge to edit the sound. I made sure to "up" the pitch of most of the voices to make them sound younger, more childlike, and "cartoony". Each of the lines of dialog that the actors spoke were done five to ten times, so (in case some didn't turn out well) at least one was usable. I made a digital file of each line of dialog, filtered through them, and chose the best one. That sound file was then imported into Flash and was timed out to the storyboard scans. This whole process left me with a fairly accurate animatic.

From this point on, it was smooth sailing — just lengthy and time consuming as it was mostly animating in Flash. I won't get into many of the technical details of process or problems. Like any other program, there's a certain learning curve that I had to go through. Basically, I'd spend a bit of time creating graphics or setting up movies in a certain way ... knowing that there *had* to be a more efficient way, but not doing it as I didn't know what that way was. Eventually, I'd come across something new from either a book, a web site, a friend, or simple

logic and viola! I'd have a better way of doing something. Then the question was whether or not to "redo" the bad way into the better way, or to just apply it to future use. I ended up doing a little of both, depending on how much work was involved.

My biggest general problems with animating were all the lip-synching that I did for each character and making the movie seem active and "animated" despite using a limited number of drawings. I believe I was successful on both accounts. My thesis may not have had much action, but it was, after all, animation based on dialog and not heart-pumping drama.

Gaming

The very last obstacle that I had to hurdle was the programming of the games. This was, by far, my most challenging factor. I am NOT a programmer.

Anyway, Flash uses its own language called Action Script, which is what makes things interactive. A lot of things (some very complicated) can be done with Action Script. I unfortunately, didn't know what they were. However, I'm thankful for the Internet where I could find experts in the field — especially at www.FlashKit.com where they posted everything to help out the neediest Flasher (that's what we're called...people who use Flash). I used their message boards constantly and found great help. I also used the vast knowledge of RIT instructor, Dan Boggard who was always a phone call away. They both directed me to a few

books where I would do my best to find the answer before attacking people with questions.

Again, I think I hurdled a certain learning curve rather nicely. I was totally terrified at first at learning a new coding language (the only other code I had ever learned was HTML, some JavaScript, and Lingo which I totally had forgotten). But desperation and repetition ended up breeding success (for me, anyway). Within a day of reading and breaking through sample tutorials that had been posted, I was learning Action Script. And I felt rather proud of the times that I could get about 95% of the code entirely on my own, would then post my question of defeat on the message board, get a lot of help (but no solution), and then based on reading *another* way of coding could figure out the solution myself. And of course, there were a few times where I did actually get the solution from a message board reply. This whole process was very rewarding for me, as it has left me with the desire to learn Action Scripting and to find new ways of applying it (at least, new ways for me). The best part of it all (from my perspective) is that I now can do it on my own without school or a teacher...I guess that makes me something of a pro.

Conclusion

Overall, I feel that I have learned a lot about the animation process as well as the software and coding of Flash through the creation of my thesis. As Flash-based character animation is the objection of my career, I am glad that I made the

thesis I did. I suppose I could have had more drawing and more action and more of this and that. But I don't. I wanted to prove I could lip-synch, develop interesting characters, and do minor coding and I think I have achieved those goals successfully.

I tried very hard to develop interesting characters filled with distinct personalities and traits. I achieved this by concentrating on many levels including character design, script writing, directing voice actors to “become” the monster, recording clean, solid dialog, and bringing it all together in the animation itself. Like anything else that is built, one must start with a solid base and go from there. Solid planning is critical for a successful animation and although the artist might change things along the way, the blueprints are what keep the animator from diverging from the path. I was able to keep “my eye on the prize” by following this ideology and I felt that it worked.

Now that my thesis is done, I think I will make several shorts (under 30 seconds, rather than under 30 minutes) that can show off (or allow me to practice) more interesting animation. I'd like to do some things that are a bit more abstract with characters and storylines as well as “expressionistic” animation just using shape, color, and code. But one thing at a time, and the time for me now is to get a job doing animation!

Appendix A: Original Thesis Proposal

Treatment

Splash Page: While movie is loading, an animation will appear identifying title and a little about the story and how the animation is interactive.

Main Menu: Displays “start cartoon” and “credits”.

Intro: The main character, Baby Booeey (BB), is a school-age monster in a monster’s world where everything is different, dismal, and horrific.

She leaves her house and stands by the dark street and hears a slight sound in the background. As the sound (of running feet) becomes louder, she starts looking more and more panicked. Finally, a huge caterpillar-monster comes charging down the street and BB stands horrified as the monster gulps her in its mouth. As the monster runs out of the screen, BB appears to be walking down the body of the caterpillar, as it seems to have windows in each rounded section of its body. The caterpillar is actually a living bus.

BB sits down next to her friend Yatz. Yatz asks if BB remembered her Dackel’s Day gift for her goodiefriend and BB is shocked that she forgot all about it. Yatz asks what BB has with her, and BB shoves her hand into her pants pocket and pulls out a giant dead cockroach, some used bubble gum, toe cheese, and belly button lint. Yatz suggests that she use those items to trade up for a really awesome Dackel’s Day gift. They arrive at school and BB must decide what to trade first.

Option #1: **Level #1:** BB decides to trade her dead bug. She is given the choice of 3 monsters to approach. Upon choosing the correct one (the one who has a spider pie containing live spiders), she convinces the monster that one giant bug is better than several tiny ones. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Level #2: BB decides to trade her spider pie. She is given the choice of 3 monsters to approach. Upon choosing the correct one (the one who has a collection of Sell-a-tubbies — the living creatures...not just the dolls), BB must correctly identify each of them by name. Upon doing so she will receive one of them. She will continually be given the opportunity to try until she gets it correct. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Level #3: BB decides to trade her Sell-a-tubbie. She is given the choice of 3 monsters to approach. Upon choosing the correct one (the class artist), she will exchange her Sell-a-tubbie for a portrait

of herself by the class artist. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Final Outcome: Before BB has a chance to see the portrait, her goodiefriend comes into the room. BB, all flustered and excited that she finally has the ultimate Dackel's Day gift presents it to her goodiefriend. He takes it and looks at it and slowly starts to smile. He then starts laughing. BB, confused, asks what's so funny and when he shows the picture, it looks like Monica Lewinski. BB starts crying, feeling that she failed at her task. Her goodiefriend feels bad and literally rips out his heart and gives it to BB, saying how good she is to him. BB takes the bloody, pumping heart and giggles and pins the heart to her chest like a corsage.

Option #2: **Level #1:** BB decides to trade her lint and toe cheese. She is given the choice of 3 monsters to approach. Upon choosing the correct one (the one who has a Ross Perot and Cathy Lee Gifford doll), she convinces the monster that those dolls are so "yesterday". The monster begrudgingly agrees and gives them to BB. BB feels the need to trade, and gives the monster her lint & toe cheese. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Level #2: BB decides to trade her Perot and Gifford dolls. She is given the choice of 3 monsters to approach in the lunchroom. Upon choosing the correct one (the one with the dog diarrhea for dessert), she convinces the monster that its mom can make those delicious desserts any time, but the dolls are rare items that can be sold for big bucks on eBay. The monster agrees and trades. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Level #3: BB decides to trade her dog diarrhea. She is given the choice of 3 monsters to approach. Upon choosing the correct one (the one with old record LPs), she must listen to a string of notes and play them correctly on a musical instrument. She will be given the opportunity to retry until she gets it correct. When she plays it correctly, the monster will give her LPs of "The Carpenters" in exchange for the dog diarrhea. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Final Outcome: After winning the LPs, BB plays them on a turntable. "The Carpenters" music plays and the monsters are wincing in pain, but enjoying it. BB's goodiefriend comes walking in and really loves the music. BB is happy to tell him that it's his Dackel's Day gift. The goodiefriend is overjoyed and they continue listening to the music as other monsters join in to dance.

Option #3: **Level #1:** BB decides to trade used bubble gum. She is given the choice of 3 monsters to approach. Upon choosing the correct one

(the one with a gigantic nose), she convinces the monster that he wants the gum in exchange for some of his boogers. The monster agrees and trades some to BB. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Level #2: BB decides to trade her boogers. She goes into the bathroom and is given the choice of 3 monsters to approach. Upon choosing the correct one (the monster who is taking pleasuring in her gassy nature) BB asks if she could trade her boogers for some of the monster's bottled farts. The monster has no desire for boogers, but says she'll give them away for free if BB can pass the "Swirl Challenge". BB agrees and finds out that the challenge is sitting in the toilet and flushing the toilet as fast as she can while swirling in it. If BB can do it (x) number of times in 30 seconds, then she wins. She will be allowed to keep trying until she can. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Level #3: BB decides to trade her bottled farts. She is given the choice of 3 monsters to approach. Upon choosing the correct one (it doesn't matter), she trips and falls and breaks the bottle. Upon picking either of the 2 other monsters, BB will receive negative responses and must try again.

Final Outcome: After the bottle breaks, BB's goodiefriend comes walking into the room. All of the monsters are gagging from the farts, but cheering happily. So does her goodiefriend. But BB is disappointed that the gift broke and couldn't be enjoyed at her goodiefriend's leisure and can't be used later. The goodiefriend consoles BB, but then the gas starts to transform into Michael Jackson. Michael Jackson does a couple of crotch grabs and high screeches. The goodiefriend is so excited and throws MJ into a cage to MJ's horror. He then tells BB that it was the best present ever.

How This

Will Be Made: These characters and objects will be hand drawn and scanned into the computer. They will then be drawn over using Flash 5.0's drawing tools and then animated in Flash. It will then be published for the web.

Estimated Budget

	ESTIMATE (total cost)	IN KIND (donated)	ACTUAL (out-of-pocket)
Research	\$ 600	500	\$ 100
Script	1200	1200	0
Storyboard	1200	1100	5
Animatic	1200	1190	10
2D Character Design	3000	3000	0
2D Character Animation	8000	8000	0
2D Background Design	3000	3000	0
Soundtrack Compositions	400	400	0
Soundtrack Recording	2000	2000	0
Musicians	400	400	Cigarettes & beer
Actors	800	800	Cigarettes & beer
Hardware	400	200	200
Software	500	500	0
CD-R (50)	25	0	25
CD Burner	250	0	250
Audio Recorder	300	22,290	300
TOTAL	\$23,275	\$38,090	\$985

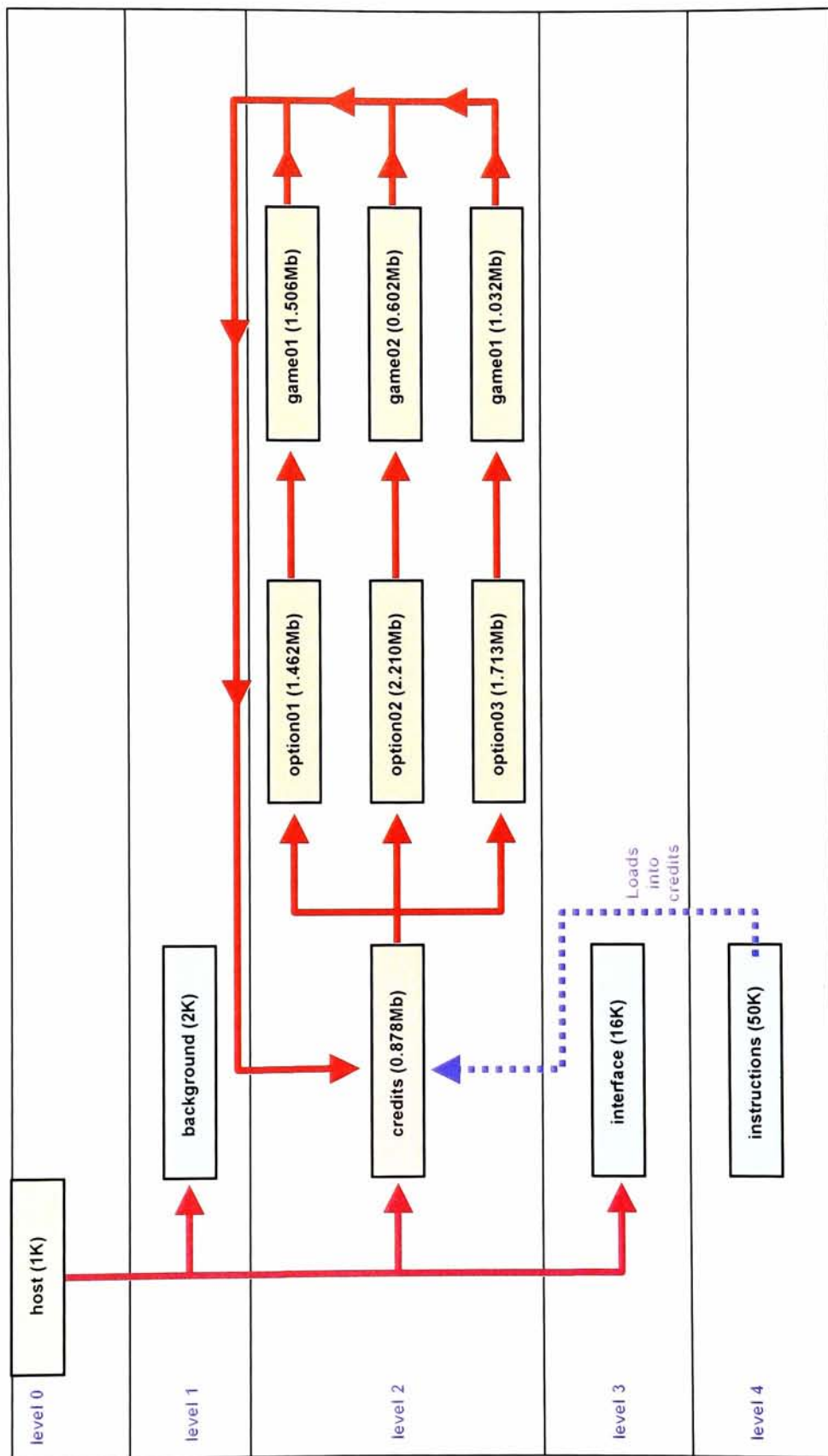
Timeline

May 2000	<ul style="list-style-type: none"> • Rough storyboard • Get final proposal approved • Get composer • Move back to NYC 	
June – Aug 2000	<ul style="list-style-type: none"> • Change video game animation to Flash animation • Find work in NYC 	Credits: 1
Sept. – Oct. 2000	<ul style="list-style-type: none"> • Find work in NYC 	Credits: 4
November 2000	<ul style="list-style-type: none"> • Rewrite proposal • Write script • Create characters 	
December 2000	<ul style="list-style-type: none"> • Purchase audio recorder 	Credits: 1
January 2001	<ul style="list-style-type: none"> • Draw character sheets • Write dialog script • Record voices • Finalize voices • Draw storyboard • Draw all roughs • Program Flash & insert roughs (interactive animatic) 	
February 2001	<ul style="list-style-type: none"> • Animate Intro • Animate Option #1, Level #1 	
March 2001	<ul style="list-style-type: none"> • Animate Option #1, Level #2 • Animate Option #1, Level #3 	Credits: 3
April 2001	<ul style="list-style-type: none"> • Animate Option #1, Level #4 • Animate Option #2, Level #1 	
May 2001	<ul style="list-style-type: none"> • Animate Option #2, Level #2 • Animate Option #2, Level #3 	
June 2001	<ul style="list-style-type: none"> • Animate Option #2, Level #4 • Animate Option #3, Level #1 	Credits: 1
July 2001	<ul style="list-style-type: none"> • Animate Option #3, Level #2 • Animate Option #3, Level #3 	
August 2001	<ul style="list-style-type: none"> • Animate Option #3, Level #4 • Create/find sound effects • Synch sound effects • Beta test • Write paper 	
September 2001	<ul style="list-style-type: none"> • Give paper to committee 	Credits: 2
October 2001	<ul style="list-style-type: none"> • Redo thesis paper • Add final music • Alpha Test • Finalize thesis paper • Organize screening / screen final thesis 	

Marketing Plan

- Submit to www.clubhouse.com for publishing
- Submit to www.icebox.com for publishing
- Submit to www.shockwave.com for publishing
- Submit to www.atomfilms.com for publishing
- Submit to www.rsubox.com for publishing
- Submit to www.ifilm.com for publishing
- Submit to www.eruptor.com for publishing
- Submit to www.mondomedia.com for publishing
- Submit to www.oxygen.com for publishing
- Submit to www.romp.com for publishing
- Submit to www.wildbrain.com for publishing
- Submit to www.flashfilmfestival.com for publishing

Appendix B: Interactive Flowchart



Appendix C: Character Sheets

Balzadar

Total trouble-maker. At best, he'll just make fun of you. At worst, he'll find a way of ruining your life with atomic wedgies.



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Baby Booeey

All-around good kid. She's just happy to be alive and is diligent whenever something needs fixing.



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Fuzlax

*A bit too wound up.
He can never seem
to relax or slow
down. Everything
for him is 110% and
he usually drives
everyone else crazy
in the process.*



copyright © 2000 Darcie Lawson

Gábná

*School informant.
She knows
everything about
everyone and
makes sure it
is known to
all. Can't read
enough tabloids.*



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Gágen

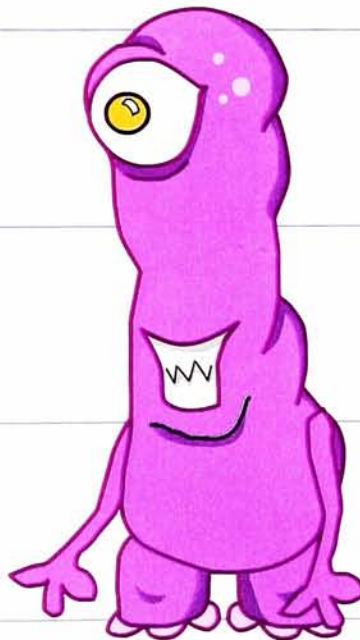
Complete worry-wart. He never seems to be content about anything and will ceaselessly fret his day away.



copyright © 2000 Darcie Lawson

Goplor

Brainiac. School geek at the top of the class. Usually a teacher's pet, but wise enough to understand that he doesn't want to be.



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Greg

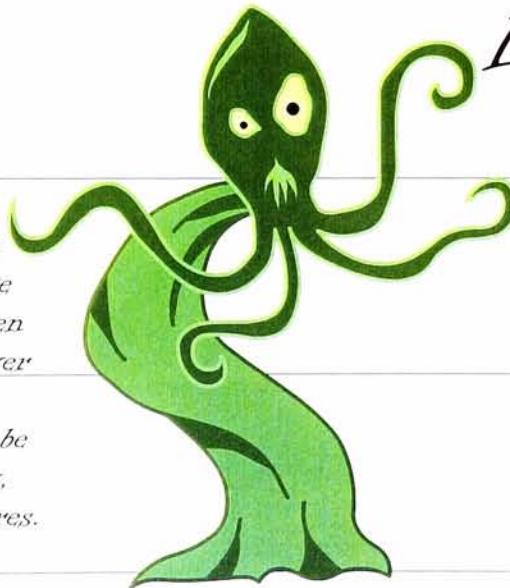
*Popular kid. Everyone
wants to either be
WITH him or be
LIKE him. Nice guy,
but likes to joke
around.*



copyright © 2000 Darcie Lawson

Luqiro

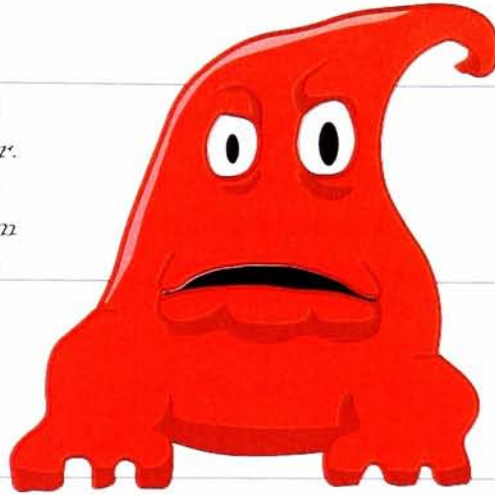
*Always feels he's
the victim. Wants
to invoke vengeance
upon everyone, even
though he has never
been wronged by
anyone. Wants to be
a villian some day,
but no one else cares.*



copyright © 2000 Darcie Lawson

Maq

*Not much of a talker.
Not much of a thinker.
In fact, no one really
knows much about him
other than he likes to
talk using solely the
word "Mmm-beer".*



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Muffer

*He's a scappy kind
of guy. Always in
trouble with the
bullies, but somehow
manages to scrape
by by outwitting
them or being more
dexteritous and
escaping.*



copyright © 2000 Darcie Lawson

Norm

She is very concerned that she is constantly mistaken as a male. Even by her own parents. That's why she has a guy's name.



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Opná

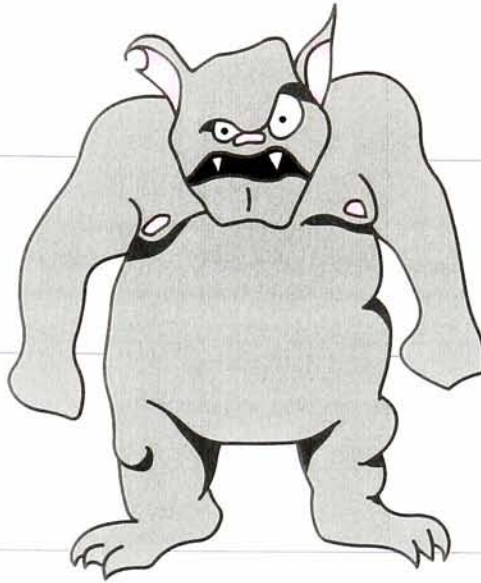
Miss-Know-It-All. She always has to make a comment about everything and corrects students whenever they make a mistake. Wishes to teach someday.



copyright © 2000 Darcie Lawson

Squy

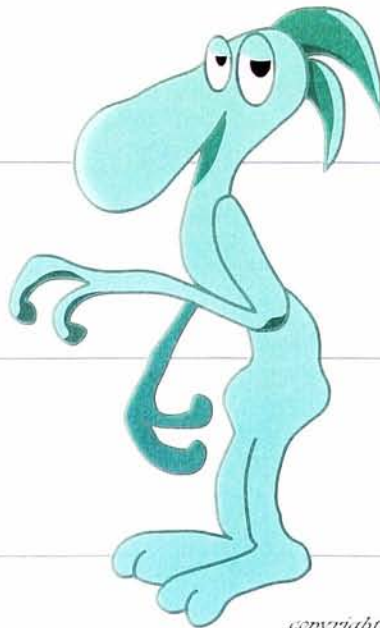
*Overall, school bully.
But once you get
past his rough
exterior, he becomes
very sweet. More
bark than bite, but
few people get the
chance to know.*



copyright © 2000 Darcie Lawson

Yatz

*Good enough guy, but
a bit lazy. Doesn't get
too involved with
things. He'll make a
suggestion and then
wait for someone else
to act upon it.*



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Appendix D: Script

INTRODUCTION

BB (Baby Booey) has a cute, fun, girl voice.
Y (Yatz) has a snobby guy's voice (like Frasier Crane).

BB: Hey, Yatz! Waazzz up? *<Miller Beer commercial style>*

Y: Pul-eeze! Not that crap again.

BB: *<sigh>* K. So, what's on the agenda today?

Y: Well...it IS Dackel's Day...what did you get for that insufferable Greg?

Shocked look paralyzes BB as the camera cuts into sudden zooms (3 in a row). Cut to Y & BB. Y slaps BB across the face.

Y: Cripes, man! Snap out of it! *<pause>* I take it, then, you forgot?

BB slowly shifts eyes toward Y without moving head and then outbursts into a wailing sob, covering her face with her hands.

BB: Yeeeeesssss.....!!!! How could I have forgotten? What's wrong with me? *<choking sob>* I've wanted Greg as my goodiefriend for as long as I can remember *<crying>* and now I have no gift for him this Dackel's Day!...He'll never like me now!.....WAHHHH!

Y: *<putting arm around BB>* ...Tsk! Tsk! Don't cry Baby Booey...there's still time before you see Greg to get him something. *<pause...then snaps finger>* How much money do you have with you? *<as BB reaches into her pocket, Y continues>* I'd lend you some money, but you know that I need it for...um...well...*<BB pulls out a fistful of something>* Yes! Anyway...what do you have?

BB opens fist, revealing a giant cockroach, toe cheese and belly button lint, and used bubble gum.

BB: Nothing.....! *<cries>*

Y: Don't be so rash, Young Booey. Those are valuable things you have there!

BB: *<chokes back sob>* What do you mean? Everyone's got this stuff! Who'd value this crap?

Y: Monsters who don't have it, that's who! Surely, with your intelligence and...albeit your overemotional persuasive abilities...you can get any monster to trade you something more worthwhile that will *<sigh>* impress your precious Greg.

BB: Yeah! You're right, Yatz! I can spend the day trading this junk for something really cool I can give to Greg!

Y: <dryly> Indubitably.

Everyone exits the caterpillar/bus onto the school playground including Y & BB.

Y: So, what are you going to trade?

BB must choose which of the three items to trade first.

OPTION #1 / LEVEL #1 [GIANT DEAD COCKROACH]

Opna has a whiny girl's voice.

Balzadar has a Brooklyn guy's voice.

Goplor has a geeky guy's voice (like Marvin Martian).

BB walks in the playground and immediately sees three monsters: Goplor, Opna, and Balzadar. She must decide which monster to approach.

OPNA CHOICE

BB walks up to Opna. Cut to BB talking.

BB: Hey, dude! How's it going? Check this out!

BB pulls out the giant cockroach from her pocket. It moves its arms and antennae as if it's slowly crawling.

Opna: Sooo...? You're point being?

BB: <looking slightly abashed> Er...O.K. then.

A new choice must be made.

BALZADAR CHOICE

BB walks up to Balzadar. Cut to BB talking.

BB: Hey, dude! How's it going? Check this out!

BB pulls out the giant cockroach from her pocket. It moves its arms and antennae as if it's slowly crawling.

Bal: Why you showing me dat? I got tens o'dose a' home! Now git the <bleep> fuck <end bleep> away frum me!

BB: <looking slightly abashed> Sheesh!

A new choice must be made.

GOPLOR CHOICE

BB walks up to Goplor. Cut to BB talking.

BB: Hey, dude! How's it going? Check this out!

BB pulls out the giant cockroach from her pocket. It moves its arms and antennae as if it's slowly crawling.

Gop: Whoa! Is that an actual Periplaneta Americana?

BB gives a vacant look and a couple of eye blinks.

Gop: You know...one of the world's oldest living creatures? A king among insects! Lord of the nighttime kitchen? Layer of egg sacks in your egg salad?

BB: Um...er...

Gop: You know! A cockroach?

BB: <immediately> YES! Why, yes it is!

Gop: And still fresh, too! Lemme look at it!

Goplor tries to grab it, but BB swipes it away first.

BB: I won't let you see it...

Goplor is deeply saddened.

BB: But you can have it...for the right price.

Gop: Ooo! Ooo! Whatcha want for it?

Goplor hops up and down in excitement.

BB: Whatcha got?

Gop: <saddened again> Just my lunch...fresh-made spider pie.

Goplor pulls out from his back a pie with tiny spiders running in and out of it.

BB: Your mom make it?

Gop: Indubitably! <whispers> Gramma's recipe.

BB: Sounds good to me.

The two monsters trade items. BB puts her pie in her pocket and walks off. Goplor hugs the bug and then devours it...sinking down to the ground in a sitting posture.

Gop: Oh...heavenly...<satiated with eyes rolling back into head>

OPTION #1 / LEVEL #2 [SPIDER PIE]

Squy has rough guy's voice with a lisp (like Mike Tyson).

Muffer has a teenage guy's voice that cracks every so often (like Peter Brady).

Gagen has a very worried, anxious, almost stuttering guy's voice.

BB walks into the school and through the hallways. She sees monsters going through their lockers getting stuff for class and immediately sees three monsters: Squy, Muffer, and Gagen. She must decide which monster to approach.

MUFFER CHOICE

BB walks up to Muffer. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the spider pie from her pocket. Spiders are still crawling all around it.

Muff: I already got a good lunch...dog diarrhea. I don't need no stinkin' spiders.

BB: <looking slightly frustrated> Hmmm.

A new choice must be made.

GAGEN CHOICE

BB walks up to Gagen. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the spider pie from her pocket. Spiders are still crawling all around it.

Gag: Uhhhh...uhhhh....uh,...wh-what would I want with sp-sp-spiders for? H-h-h-uh!?

BB: *<looking slightly frustrated>* Hmmm.

A new choice must be made.

SQUY CHOICE

BB walks up to Squy. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the spider pie from her pocket. Spiders are still crawling all around it.

Squy: So, what's so inspiring about that?

BB: What? This little ol' pie? Why nothing...nothing, of course.

Squy: So, why do you bother me with such magnitudiness of improperable proportions?

BB: Huh? Oh, I mean...I just thought you'd appreciate the finer things in life, that's all.

BB tries to be coy and looks at the pie as if it is a valued item to be cherished.

BB: But clearly, you can't be bothered with such things. *<sigh>* Such a pity...

BB slowly walks away, looking at her prized pie.

Squy: Wait! What do you mean, "the finer things"? All you're embracing is a spider pie. What's so extraordinary about something so mundane?

Squy eyes BB suspiciously.

BB: Ordinarily you would be right. But this is no ordinary spider pie. It's made by one of the supreme chefs in the world. And I will take great pleasure in devouring every morsel of this delicious pie. That's all. Mmmm...

BB puts on napkin around her neck and pulls out a knife and fork while smacking her lips.

Squy: Hold on! What do you want for that pie?

BB slowly turns with a mischievous look in her eye. She flicks up her head.

BB: You know what I want.

Squy: *<gasp>* Not my collection! I've just completed it! It took me forever to find them all!

BB: Not the whole collection. Just one of them! But it's worth it...how often do you get such super spider pies around here?

Squy: OK. But under one stipulation...you need to prove yourself by naming them all correctly. If you can't, then you shouldn't have any of them!

BB: That's fair enough. *<pause>* Where are they?

Squy: Under lock and key, of course. Here you go. Have at it!

Squy's locker opens and revealed within are all four Sell-a-tubbies. They all giggle, cover their mouths with one hand while waving with the other. The viewer must now match the 5 names with the 4 Sell-a-tubbies.

OPTION #1 / LEVEL #3 [TELETUBBIES]

Liqiro has dramatic, stilted, paranoid guy's voice (Captain Kirk on acid).
Gabna has a teenage girl's voice and talks quickly without pauses (Valley Girl).

Norm has a very slow, husky old woman's smoking voice.

BB walks from the hallway into a classroom. She sits at a desk and is next to three monsters: Liqiro, Gabna, and Norm. She must decide which monster to approach.

GABNA CHOICE

BB leans over to Gabna. Cut to BB talking.

BB: Look what I got!

BB pulls out the Sell-a-tubbie from her pocket. It's still cute and attempts to wave.

Gab: Like...O...MY...GAWD! Gag me with a spoon! Like, what in the world would you want with like...that thing? ... As if!

BB: *<lets out a whistling sigh>* All righty then.

A new choice must be made.

NORM CHOICE

BB leans over to Norm. Cut to BB talking.

BB: Look what I got!

BB pulls out the Teletubbie from her pocket. It's still cute and attempts to wave.

Norm: <slowly> I don't get it...what am I supposed to do...

BB: <a little angry> Oh, nevermind!

A new choice must be made.

LIQUIRO CHOICE

BB leans over to Liqiro. Cut to BB talking.

BB: Check this out...

BB pulls out the Sell-a-tubbie from her pocket. It's still cute and attempts to wave.

Liq: What? What – do you want? What is that? Why – would you – show me – that?

BB: Don't you know a genuine Sell-a-tubbie when you see one? This one is Tinkles Winkles.

Liq: Yes...yes – I see. So what – will you do – now?

BB: Now, I will see if you are interested in owning Mr. Tinkles Winkles. At a very affordable price even. What do you think of that?

Liq: But – it is so cute – why would I want it?

BB: Disgustingly cute, don't you think? Almost cute enough that you want to do something to it to make it stop being so cute, huh?

Sell-a-tubbie suddenly looks up and stops being cute...it looks a little scared.

Liq: Yes...yes – I must agree. But what – what would you want for it?

Liqiro glares at Sell-a-tubbie who is now definitely frightened.

BB: No biggie...just a portrait of myself, that's all.

Liq: No...no! Why – must you – torment me – like this? I – am not – an artist!
Stop it – stop it!

Liqiro starts flaying his tentacles all over.

BB: Cut the crap, Liqiro. You know you're the best artist in school. Stop being so dramatic.

Liqiro stops flaying and looks at BB.

Liq: Fine – just fine! I will do – as you ask. Then – you – will see. You will see – what you did to me – as the whole school – will mock me – for the rest – of my life. And that – will be the price – you pay – for your own mortality!

BB: Er...yeah.

Liqiro pulls out a canvas and starts painting rapidly. BB poses with a nice smile.

OPTION #1 / LEVEL #4 [SELF-PORTRAIT]

Greg has a very smooth, sexy guy's voice.

Liqiro finishes the painting.

Liq: There! Another – masterpiece.

As soon as Liqiro says that, Greg walks into the room from behind. BB is so excited and flustered, that she grabs the painting without viewing it first. She presents it to Greg.

BB: <excitedly> Happy Dackel's Day, Greg! I didn't know what to get you, so I had Liqiro paint this for you. What do you think?

Greg is a little disoriented by BB's sudden greeting and gift. But he holds up the painting and slowly starts to crack a smile. He soon is laughing hysterically.

Greg: That is THE most hideous thing I've ever seen! I can't believe you gave this to me!

BB is very confused and becomes frantic.

BB: What? What do you mean? I thought you might like that picture...um...I...I'm sorry. I shouldn't have thought you'd like it.

Tears start to go down BB's cheek.

Greg: Honestly Baby Booeey! What do you think my reaction would be to a portrait of the most stupid creature alive? I can't wait to show my friends this eyesore!

BB bursts into tears. She covers her face with her hands.

BB: I can't believe it! This is the WORST day ever! Not only do you not like me, but now you're gonna make fun of me to your friends. WAHH!!

Greg looks puzzled.

Greg: What are you talking about, Baby Booeey? I love this picture! It's delightfully repulsive!

BB: Then why do you call me "stupid" and an "eye sore" if you like me so much?

Greg: I'm not calling you those names...just the guy in the painting.

BB: Guy? That's a picture of me!

Greg turns the picture around revealing a painting of Bill Clinton. BB gasps at the horror of it.

BB: Why, that's not me! That's supposed to be a portrait of me! Liqiro!

Liq: You – cannot – control me! No one – can make – Liqiro – do anything! Ha – ha ha – ha!

BB: <sniffing back tears> So, you like the painting? It's alright?

Greg: I never knew you liked me so much as to coerce Liqiro to try and draw anything. You know how impossible he is to work with. That's pretty impressive.

BB: <awkwardly> So...you're OK with that?

Greg: Here's how OK I'm with that...

Greg shoves his hand into his chest and pulls out his own beating heart. He looks at it and then hands it to BB. BB is flabbergasted.

BB: You're giving me your heart? Are you sure?

Greg: I've been wanting to give you my heart for a while now...I just wasn't sure if you wanted it. Now I know.

BB: Greg! I'm so happy! This is the BEST day ever! How can I ever show you how happy I am now?

Greg: Er...*<Greg collapses in BB's arms>* a doctor right about now might be a thought.

BB: Oh, Greg... *<giggles>* you're so funny!

Greg: Um...*<fade to black>* I kinda mean it...I think I wasn't supposed to do that...you know...with the heart.

BB: *<giggles>* Cut it out Greg! You're too much!

<fade to black>

THE END

OPTION #2 / LEVEL #1 [BELLY BUTTON LINT & TOE CHEESE]

Opna has a whiny girl's voice.

Balzadar has a Brooklyn guy's voice.

Goplor has a geeky guy's voice (like Marvin Martian).

BB walks in the playground and immediately sees three monsters: Goplor, Opna, and Balzadar. She must decide which monster to approach.

GOPLOR CHOICE

BB walks up to Goplor. Cut to BB talking.

BB: Hey, dude! How's it going? Check this out!

BB pulls out her belly lint and toe cheese and holds it out.

Gop: Sooo...? You're point being?

BB: *<looking slightly abashed>* Er...O.K. then.

A new choice must be made.

BALZADAR CHOICE

BB walks up to Balzadar. Cut to BB talking.

BB: Hey, dude! How's it going? Check this out!

BB pulls out her belly lint and toe cheese and holds it out.

Bal: Why you showing me dat? I got tens o'dose a' home! Now git the <bleep> fuck <end bleep> away frum me!

BB: <looking slightly abashed> Sheesh!

A new choice must be made.

OPNA CHOICE

BB walks up to Opna. Cut to BB talking.

BB: Hey, dude! How's it going? Check this out!

BB pulls out her belly lint and toe cheese and holds it out.

Opna: Soo...? Why you showing me that? As if I care?

BB: Just trying to show you some cool stuff. Thought you'd be interested. That's all.

Opna: That's not cool.

BB: Well, if you're such an expert on what's cool, why don't you show me something, then?

Opna: Fine! You want cool...check this out!

Opna pulls out two action figures: Kathy Lee Gifford and Ross Perot. BB rolls her eyes.

BB: You've gotta be kidding! That stuff's so passé. I can't believe you're still into those nasty things.

Opna: What are you talking about? They're the coolest! Listen to this!

Opna pulls a string on the Cathy doll and it says, "Oh, Regis...I would have named my son Cody after you...but I didn't!"

Opna: And see what this guy does.

Opna pulls a string on the Ross doll and it says, "That's right! That's right! Ross Perot in '92!"

BB: Listen, I'll give you credit for getting a hold of two disgusting dolls, but no one even cares about them anymore. Everyone's gonna laugh at you if you show them those dolls.

Opna suddenly isn't as outspoken.

Opna: Really? I thought they were 'in' right now?

BB: Hey, listen, I'm just trying to help you out there. Go and show them off to everyone if you want. See what they say. Of course, you could always pretend that it was a joke when they start laughing. It's too bad you have no sense of humor, though.

Opna: Well...maybe I don't have to show them off...yet.

BB: Yet?

Opna: OK! OK! I'll throw them out!

BB: But someone might see you. Why don't you just let me take care of them for you?

Opna: Really? You'd do that for me?

BB: It's no biggie. Just helping out, is all.

Opna: Well...here you go. Just don't tell anyone that they were mine. Not that anyone would believe you anyway.

Opna hands over the dolls to BB and walks away.

BB: *<to herself>* Sucker! These two are from the "Horrible Failures of the 1990s" Classic Action Figure Collection. I can make a killing on eBay if I were to put these up for auction.

OPTION #2 / LEVEL #2 [GIFFORD & PEROT DOLLS]

Squy has rough guy's voice with a lisp (like Mike Tyson).

Muffer has a teenage guy's voice that cracks every so often (like Peter Brady).

Gagen has a very worried, anxious, almost stuttering guy's voice.

BB walks into the school and through the hallways. She sees monsters going through their lockers getting stuff for class and immediately sees three monsters: Squy, Muffer, and Gagen. She must decide which monster to approach.

SQUY CHOICE

BB walks up to Squy. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the dolls from her pocket.

Squy: If it's not victuals, then what concern is it of mine?

BB: *<looking slightly frustrated>* Hmmm.

A new choice must be made.

GAGEN CHOICE

BB walks up to Gagen. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the dolls from her pocket.

Gag: Wwwwaaaaa.....aaa....that's t-t-too scary...get them aw-w-way f-f-f-from me!

BB: *<looking slightly frustrated>* Hmmm.

A new choice must be made.

MUFFER CHOICE

BB walks up to Muffer. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the dolls from her pocket.

Muff: Hey...that's not THE Kathy Lee Gifford and Ross Perot Classic Action Figures from the "Horrible Failures of the 1990s" Collection? Is it?

BB: Why yes...yes they are. Are you interested in a trade?

Muff: A trade? *<suddenly suspicious>* For what?

BB: Your mom's choice dessert. What else?

Muff: You seriously expect me to give up my lunch dessert? Why...those action figures aren't even in their original preserved plastic wrap. You know that drops the value by at least 15%.

BB: That may be true...but they still are in pristine condition and you gotta admit...you can get your mom to make that dessert for you anytime.

Muff: Well..yeah, but today's is especially good. *<whispers>* Dog diarrhea...from a French poodle.

BB: *<suppressed excitement>* Really?! Is that with or without corn pieces?

Muff: No corn pieces...just tufts of grass and hair.

BB: Yeah...well...*<suppressed excitement>* I guess that's OK. I mean...if that's all you got.

Muff: What do you mean? My mom's poop puddings are the BEST!

BB: Yeah, but these dolls are the BEST! I could easily get 3 or 4 poop puddings for these dolls if I were to auction them off on eBay and you know it!

Muff: Now don't get all excited! Let's see if we can work something out. Did you say that you would trade BOTH action figures for the diarrhea pudding? You did say both, didn't you?

BB: What? No! I mean, ...did I really say both? *<feigning surprise>*

Muffler nods his head.

BB: Well, I guess if that's what I said...

Muff: Then we have a deal?

BB: *<pseudo-begrudgingly>* *<sigh>* I guess so.

Muffler and BB shake hands and exchange items.

BB: *<to herself>* Sucker!

Muff: *<to himself>* Sucker!

OPTION #2 / LEVEL #3 [POOP PUDDING]

*Liqiro has dramatic, stilted, paranoid guy's voice (Captain Kirk on acid).
Gabna has a teenage girl's voice and talks quickly without pauses (Valley Girl).
Norm has a very slow, husky old woman's smoking voice.*

BB walks from the hallway into a classroom. She sits at a desk and is next to three monsters: Liqiro, Gabna, and Norm. She must decide which monster to approach.

LIQIRO CHOICE

BB leans over to Liqiro. Cut to BB talking.

BB: Nothing says lovin' like poop from the oven!

BB pulls out the poop pudding from behind her back. Steam is rising from it.

Liq: What – what is that? Not dog diarrhea! I – am allergic – to dogs!

BB: <shrugs> Your loss then.

A new choice must be made.

NORM CHOICE

BB leans over to Norm. Cut to BB talking.

BB: Nothing says lovin' like poop from the oven!

BB pulls out the poop pudding from behind her back. Steam is rising from it.

Norm: Whatcha got there sonny? Oh, poop pudding? Thanks but I'm trying to watch my girlish figure.

BB: <shrugs> Your loss then.

A new choice must be made.

GABNA CHOICE

BB leans over to Gabna. Cut to BB talking.

BB: Nothing says lovin' like poop from the oven!

BB pulls out the poop pudding from behind her back. Steam is rising from it.

Gab: Like, fur sure! What's that all about?

BB: Just one of Muffer's mom's homemade poop puddings, that's all...want some?

Gab: Like, who could resist, you know? So, like...pass it here, huh?

Gabna reaches over to grab the pudding.

BB: No way, dude! This is hot stuff and I just had to trade away some "Horrible Failures of the 1990s" action figures for it. This ain't free, you know.

Gab: Well, like...what'cha want for it, huh?

BB: What'cha got?

Gab: Like, um...my music collection, is like...getting archaic, you know? So, um...I was thinking of trading in some LPs, you know?

BB: *<making fun of>* Like, which ones, you know?

Gab: Oooh! I got a really old, nasty one that's like a classic. I forgot the name of the group, but, like they're ancient and repulsive. You know?

BB: Which one is it? I don't just want any group for Muffer's pudding.

Gab: Oh, dude, you can keep you're ol' pudding. Like I just want to spread the music, you know?

BB: Cool...so where is it?

Gab: Like, no way, dude. You gotta earn it.

BB: And how do I do that?

Gab: Like, you gotta spread the love and show that you, like, can play music. You know?

BB: *<annoyed>* Fur sure.

Gab: Like, that's the spirit! Here's a zannadore! It'll play for you and all you gotta do is, like, duplicate the tune!

BB: Yippie.

Something similar to an organic organ is placed before BB. The user hears about 7 notes and must determine which keys on the "zannadore" represent the notes and must successfully play it in the correct order. The user is given as many chances to retry until successful. Upon success, BB will receive the LP from Gabna.

Gab: Like, congratulations! Here you go!

OPTION #2 / LEVEL #4 [CARPENTER'S LP]

Greg has a very smooth, sexy guy's voice.

BB puts the LP album on a nearby record player and music from The Carpenters plays. BB and Gabna are wincing in pain to the sound, but are smiling in delight. Some other students enter the room and are horrified by the music and wince in pain also, but aren't smiling. Greg enters the room and is immediately repulsed by the music.

Greg: What is this crap?! This is the most horrid music I have EVER heard! Who brought this in? It sucks! <appears angry>

BB fumbles with the record and makes a screeching sound as the needle is pulled across the record. The music stops playing.

Greg: What are you doing, Baby Booeey? What's wrong with you? <appears angrier>

BB: Umm...<embarrassed>

Greg: Is this rubbish yours? <demanding>

BB: Well, um...you see...

Greg: Is the question too hard for you? Whose is it?

BB: <ashamed> Actually... <happy> It's YOURS! Here! Happy Dackel's Day!

Greg: What!? You're giving me this trash?

BB: Well...yeah...why not?

Greg: I just didn't think you felt this way about me...you really want me to have it?

BB: Of course I want you to have it. Here!

BB thrusts the LP to Greg.

Greg: But, I didn't get anything for you. I was too scared you'd reject anything I gave you, so I didn't even bother...I'm sorry. <sad>

BB: You mean, you WANTED to give me something?

Greg: Yeah, I wanted you to be my goodiefriend. I just didn't think you liked me.

BB: Really!? I never knew that.

Greg: But now I feel rotten 'cause I have nothing to give you.

BB: Sure you do...*<Greg looks up questioningly>...A dance!*

BB grabs the record, throws it on the player and the music starts up again. She grabs Greg and they start dancing. Everyone else then joins in.

Greg: You know, Baby Booeey...You ROCK!

BB: Fur sure!

<fade to black using heart shape >

THE END

OPTION #3 / LEVEL #1 [USED CHEWING GUM]]

Opna has a whiny girl's voice.

Balzadar has a Brooklyn guy's voice.

Goplor has a geeky guy's voice (like Marvin Martian).

BB walks in the playground and immediately sees three monsters: Goplor, Opna, and Balzadar. She must decide which monster to approach.

GOPLOR CHOICE

BB walks up to Goplor. Cut to BB talking.

BB: Wanna see the tricks I can do?

BB smacks her gum loudly and starts blowing a bubble out of her nostril.

Gop: Sooo...? You're point being?

BB: *<slightly angry>* Jeez! Never mind then.

A new choice must be made.

OPNA CHOICE

BB walks up to Opna. Cut to BB talking.

BB: Wanna see the tricks I can do?

BB smacks her gum loudly and starts blowing a bubble out of her nostril.

Opna: Sooo...? You're point being?

BB: <slightly angry> Jeez! Never mind then.

A new choice must be made.

BALZADAR CHOICE

BB walks up to Balzadar. Cut to BB talking.

BB: Wanna see the tricks I can do?

BB smacks her gum loudly and starts blowing a bubble out of her nostril.

Bal: It'd be better wit real snot, you knows.

Demonstrates by pulling real snot from his own nose and watches it hang. He then snaps it loose and watches as it slithers down his index finger.

BB: <slightly angry> Jeez! Never mind then. What do you care anyway?

Bal: Hey, just helping you's out is all...you's don't need to get postal on me. Christ!

BB: No, you're right! Boogers would be better than used up gum. Gum is so boring! What can you do to it, that hasn't already been done before?

Bal: Well...I's don't know about dat. I bet dere's stuff dat could be purty cool.

BB: Yeah? Like what? Give me an example!

Bal: Fine, den!

Balzadar grabs the gum from BB's finger and smashes it into his furry head. He then kneads his head and works it until he has a beehive hairdo made out of the gum and his hair.

Bal: See? Wat I tell ya? I bet you never saw dat before, huh?

BB: You ain't kidding! But what about my gum now?

Balzadar looks up at the top of his head.

Bal: Uh-oh! You's is right! Now you's got no gum.

BB: <sigh> And I so need that gum! How else can I make fake boogers? <fake distress>

Bal: Hey! Don't you worry 'bout it none! I feel purty lousy so I'll tell you what I'll do.

Balzadar reaches into his pocket and pulls out a notebook. He opens the tri-fold notebook and inside are compartments and strapped on boogers of various colors and styles.

Bal: Dis here is my collection of boogers. I've been working on it for a while. See dis one here? Dat one's from when's I was a squirt (and I do mean "squirt"). Dis one is a little runny so make sure you don't spill it. And dis one is still like rubber. I doubt dat it'll ever dry up.

BB: So, you're point being? *<impatient>*

Bal: So's I'm giving you my whole collection, dat's da point, pointdexter!

BB: Really? *<rapidly increasing in enthusiasm>* The ENTIRE collection?

Bal: Eh, wat da hell...I mean, if it weren't fur you's I wouldn't have my new do! Enjoy!

BB: Thank's, man! *<pause>* And Balzadar...?

Bal: Wha'?

BB: Word to your motha! Peace! *<BB makes a peace-sign with her fingers, kisses it, and holds it up flashing her fingers and rotating them around 180 degrees BB walks away.>*

Bal: Wisen-heimer! *<gives BB the middle finger>*

OPTION #3 / LEVEL #2 [BOTTLED FARTS]

Squy has rough guy's voice with a lisp (like Mike Tyson).

Muffer has a teenage guy's voice that cracks every so often (like Peter Brady).

Gagen has a very worried, anxious, almost stuttering guy's voice.

BB walks into the school and through the hallways. She sees monsters going through their lockers getting stuff for class and immediately sees three monsters: Squy, Muffer, and Gagen. She must decide which monster to approach.

SQUY CHOICE

BB walks up to Squy. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the notebook of boogers from her pocket.

Squy: I have no time for studying! Depart before I depart you bone by bone!

BB: *<looking slightly scared>* Yikes!

A new choice must be made.

MUFFER CHOICE

BB walks up to Muffer. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the notebook of boogers from her pocket.

Muff: Thanks Baby Booeey, but I'm copying my notes from a better student!

BB: *<looking slightly frustrated>* Hmmm.

A new choice must be made.

GAGEN CHOICE

BB walks up to Gagen. Cut to BB talking.

BB: Psst! Whatta ya think of this?

BB pulls out the notebook of boogers from her pocket.

Gag: Wwwwhhhaaaaatt's inside it? H-h-huh?

BB: Nothing but your well-rounded assortment of snot and snot-like accessories.

Gag: R-r-r-really? Are they any g-g-g-good?

BB: First-rate as far as I can tell. Would you like them? They're yours in exchange for some other bodily waste.

Gag: N-n-n-not th-th-th-that! You can't have th-th-that! No one can have th-th-that! Uuuuhhhh...

BB: Now don't be greedy! You've got more in the tip of one of your...er..."fingers" than I do in my entire body. So let's make a deal, shall we?

Gag: B-b-b-but my mother always s-s-said not to trade things...as it deprives the world of a fair economy based on a monetary value of all things and habits like that can send the stock market into an eternal spiraling abyss.

BB: Er...OK. So, then what?

Gag: S-s-s-so, I'll give it to you for f-f-f-free.

BB: Cool!

Gag: But you have to e-e-e-earn it.

BB: So much for "free". So, what I gotta do?

Gag: The "swirl challenge"! *<BB rolls her eyes>*

BB: You gotta be kidding me! No one does a "swirl challenge" anymore! That went out of style the same time "derd tipping" got boring.

Gag: W-w-w-well regardless...th-th-that's what I want to see.

BB: *<sarcastically>* Fine! Let's do it!

BB and Gagen walk from the hallway into a bathroom. They walk up to a toilet and BB jumps in.

Gag: R-r-remember...you gotta flush the toilet as fast as you can to swirl yourself in the t-t-toilet until you spin out of it. G-g-g-good luck!

The user is instructed to use the mouse to click on the toilet handle as it comes in and out of the viewing frame. It must be hit X number of times in X number of seconds to achieve the speed necessary to spin BB out of the toilet. Upon playing the game successfully, BB will then be propelled out of the toilet and will bounce around the bathroom like a pinball.

BB: *<dizzy>* There! I did it! Now you gotta pay up!

Gag: *<happily>* You d-d-did it! You did it! *<clapping tentacles>*

Gagen pulls out a bottle labeled "farts" and hands it to BB.

Gag: Thanks Baby Booy! That was a gas!

OPTION #3 / LEVEL #3 [BROKEN BOTTLED FART]

*Liqiro has dramatic, stilted, paranoid guy's voice (Captain Kirk on acid).
Gabna has a teenage girl's voice and talks quickly without pauses (Valley*

Girl).

Norm has a very slow, husky old woman's smoking voice.

BB walks from the hallway into a classroom. She sits at a desk and is next to three monsters: Liqiro, Gabna, and Norm. She must decide which monster to approach.

LIQIRO CHOICE

BB leans over to Liqiro. Cut to BB talking.

BB: Mmmmm....vintage bottle. 1982...a good year.

BB pulls out the bottled fart from behind her back. A visible odor rises from it.

Liq: I – am late – for class. Go – away!

BB: <shrugs> Whatever...

A new choice must be made.

GABNA CHOICE

BB leans over to Gabna. Cut to BB talking.

BB: Mmmmm....vintage bottle. 1982...a good year.

BB pulls out the bottled fart from behind her back. A visible odor rises from it.

Gab: As if! That's, like, a fresh bottle...not a vintage from 1982. You know?

BB: <shrugs> Whatever...

A new choice must be made.

NORM CHOICE

BB leans over to Gabna. Cut to BB talking.

BB: Mmmmm....vintage bottle. 1982...a good year.

BB pulls out the bottled fart from behind her back. A visible odor rises from it.

Norm: What? A 1982, you say? Here lemme see that, Booeey!

Norm grabs at the bottle, but Booeey wasn't ready.

BB: Hold it! Wait a sec!

The bottle is juggled around and eventually breaks on the floor.

Norm: Oops! Sorry, kid. Tough break.

OPTION #3 / LEVEL #4 [MICHAEL JACKSON]

Greg has a very smooth, sexy guy's voice.

The broken bottle starts to emit the gassy odor and a couple other students come walking in. They are all gagging on the fumes, but start applauding happily.

BB: No! Not Greg's gift!

Greg enters the room and joins in with the other students in enjoying the terrible odor. BB is sitting miserably in the corner. Greg sees her and approaches her.

Greg: What's wrong, Baby Booeey? Is your nose clogged up or something? Why are you so sad?

BB: Because I was gonna give you that fart...you know...as a Dackel's Day present.

Greg: Really? You got me a gift for Dackel's Day? I didn't know you liked me, too! *<suddenly embarrassed>*

BB: Too? Really?

Greg: *<shyly looks up>* Yeah...really. *<blushes>*

BB: *<still bummed>* But I still wanted you to take home the bottle and enjoy it at anytime you wanted. Now it's all over the place.

Greg: That's OK...now everybody can enjoy it.

Suddenly, the visible fumes start to slowly morph into Michael Jackson. MJ does a couple of spin moves, a crotch grab, and a high screech. BB suddenly throws a net around MJ and reels him into her. She then hold him up and presents him to Greg.

BB: *<excited>* Now I do have a Dackel's Day gift to give to you! Here, Greg...will you be my goodiefriend?

Greg: <excited> Of course I will! And what an excellent present! I always wanted a pet. And this one in particular. I'll be sure to treat him like he treats all his little pets!

MJ suddenly looks horrified.

Greg: Booeey, this was the best Dackel's Day ever! Thanks for being my goodiefriend!

BB: Mine, too, Greg. Now lets think of ways of playing with your new pet!

Walking off together into the background.

Greg: Do you have any spatulas at home?

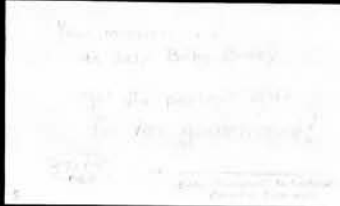
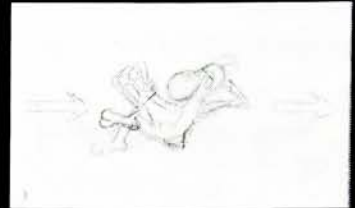
BB: I think so. If nothing else, I have a whisk.

Zoom into MJ's face and fade to black.

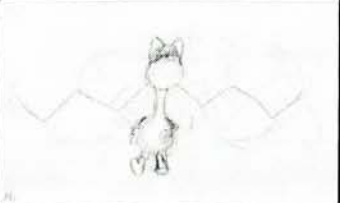
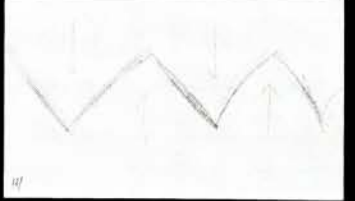
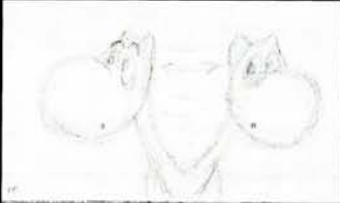
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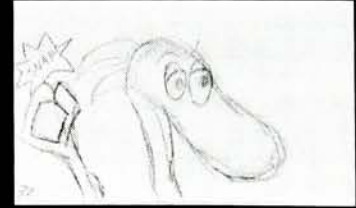
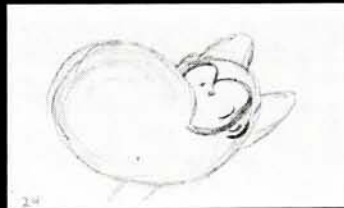
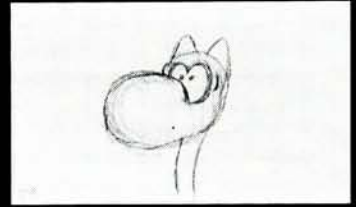
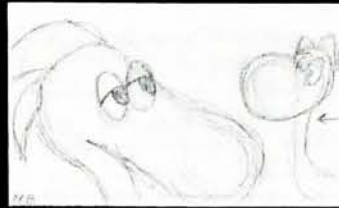
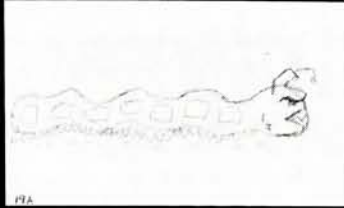
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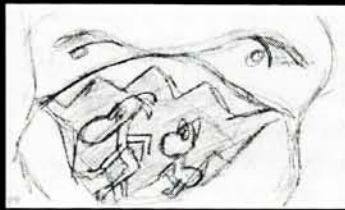
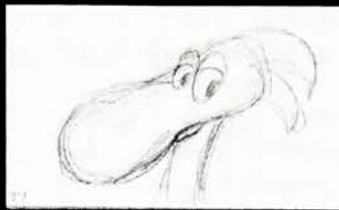
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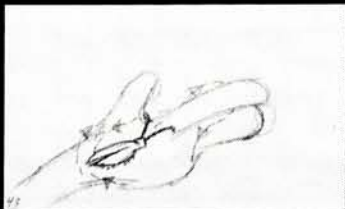
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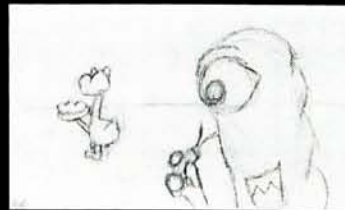
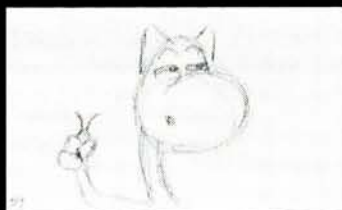
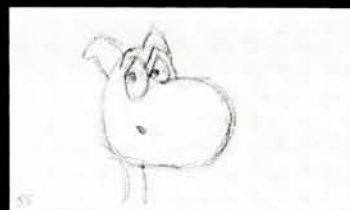


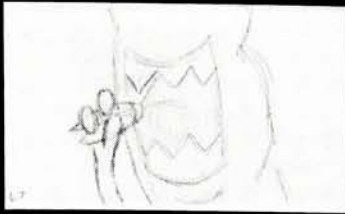




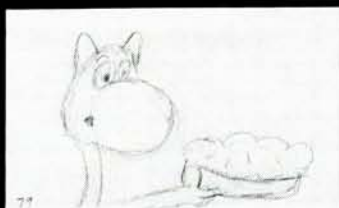
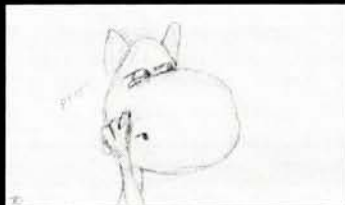
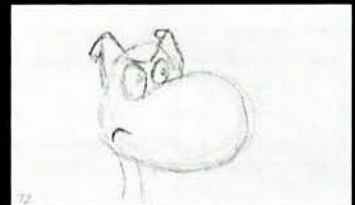
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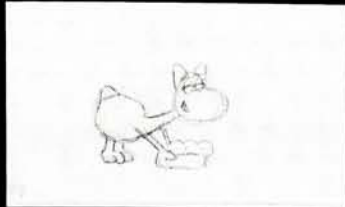




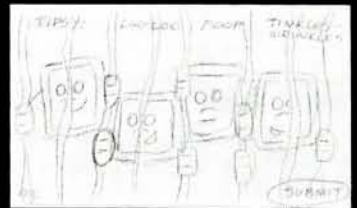
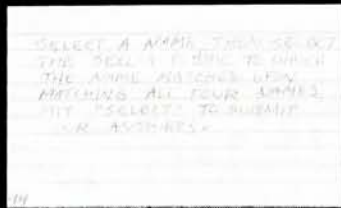
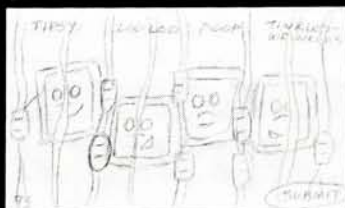


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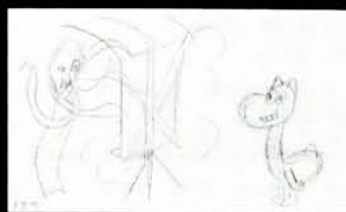
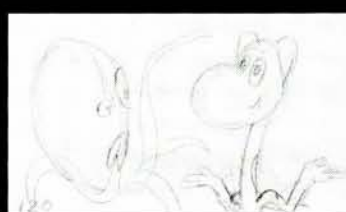
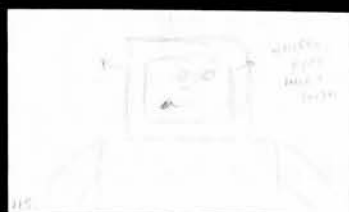


Option 1 Game 1

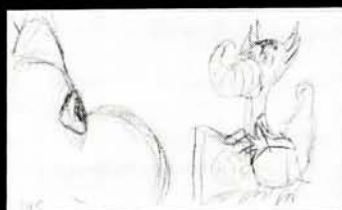
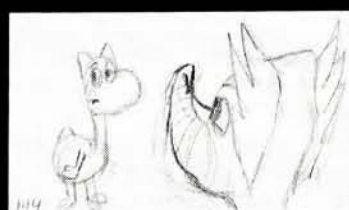
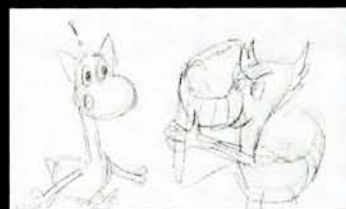
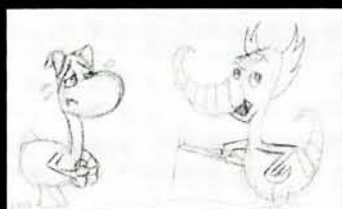
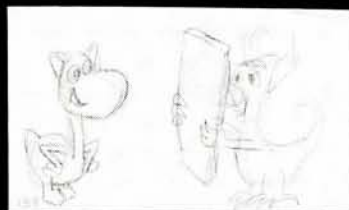
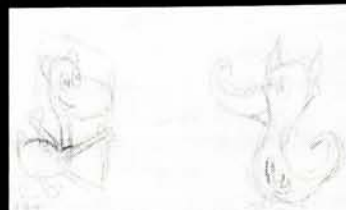


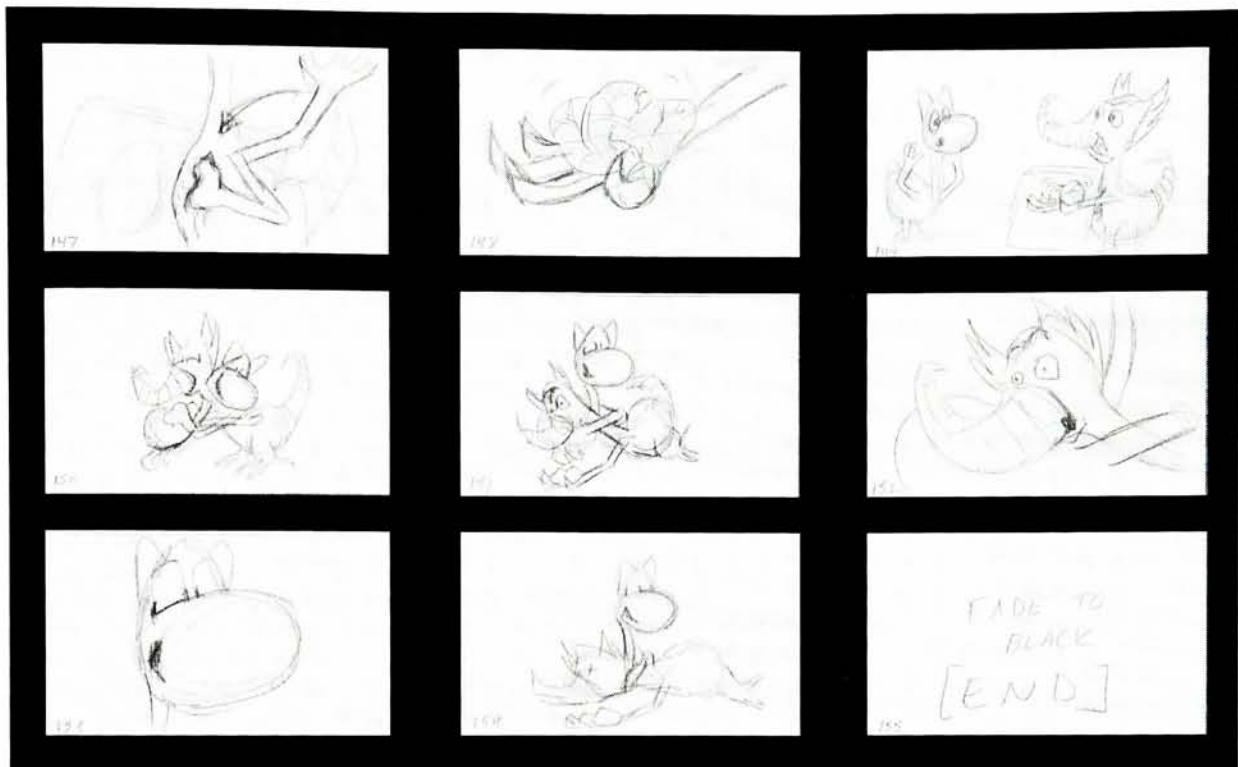
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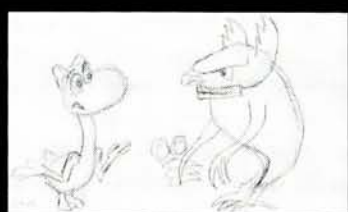
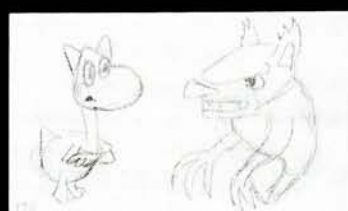
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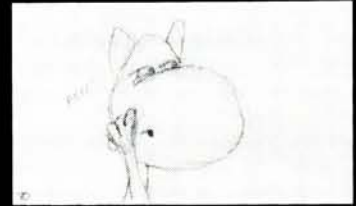
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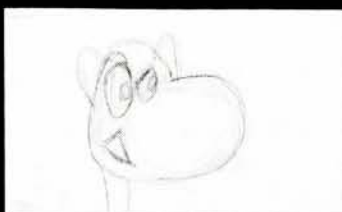






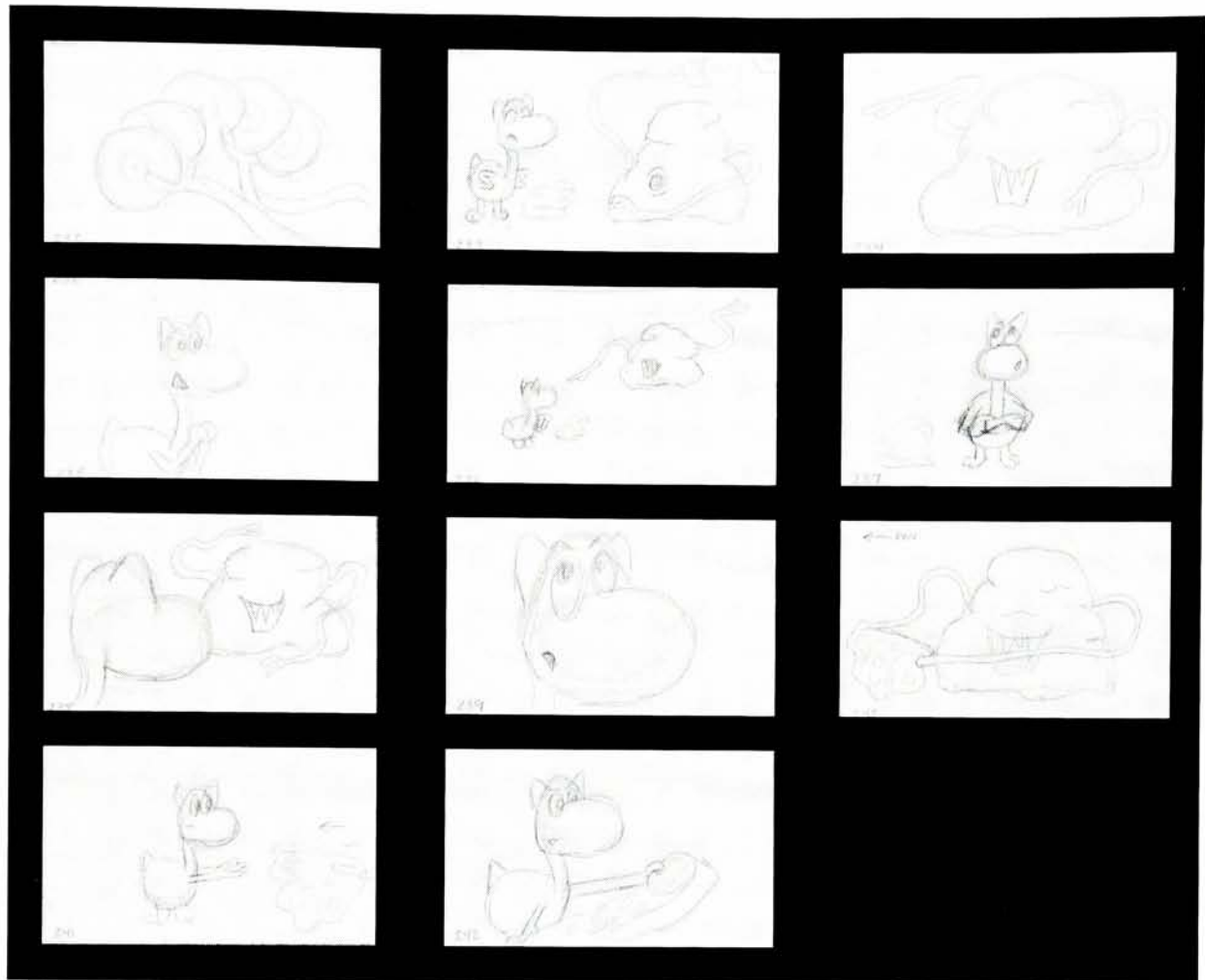
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Option 2 Level 3



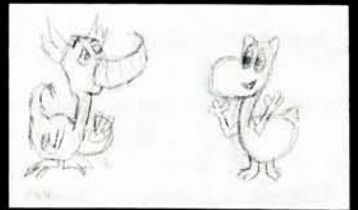
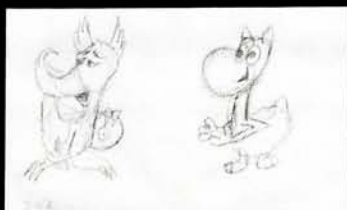
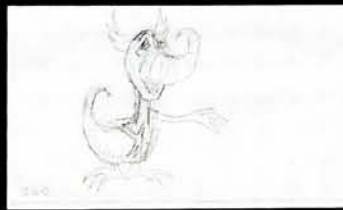
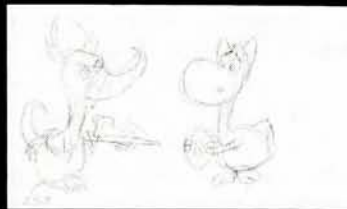
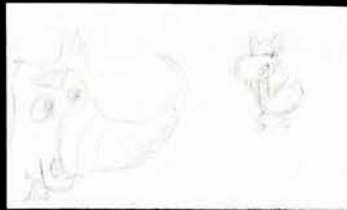


Option 2 Game 2



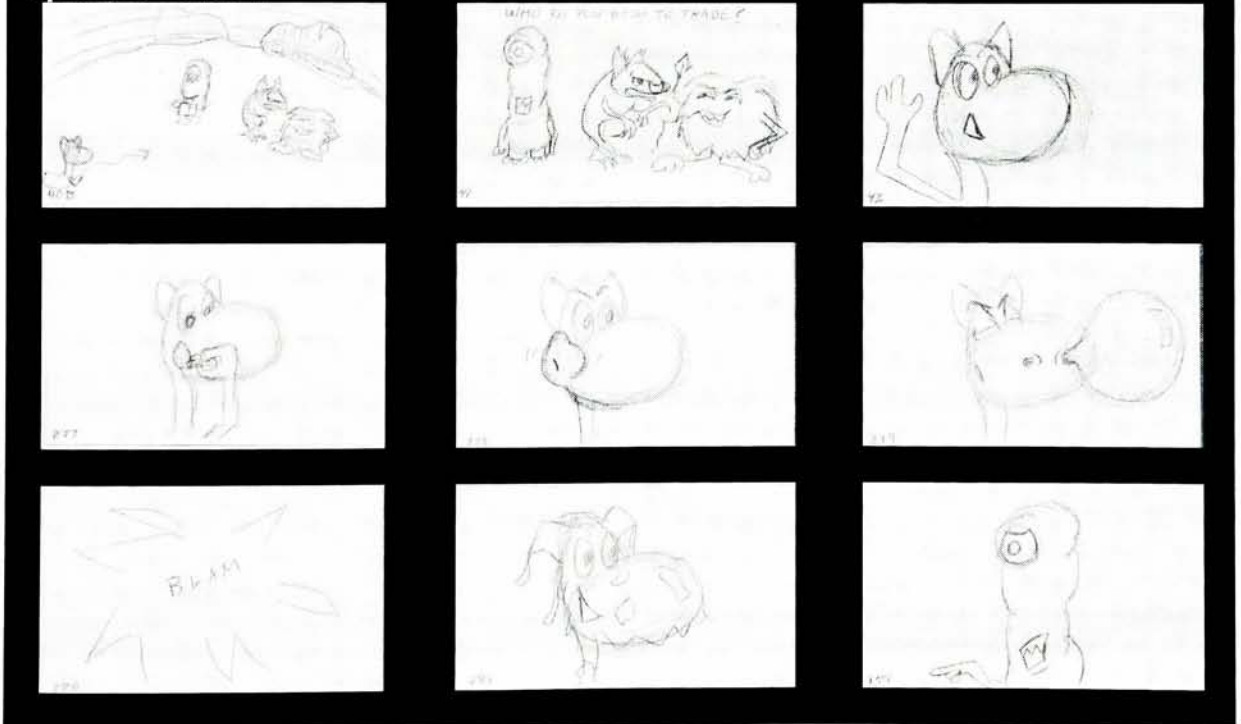
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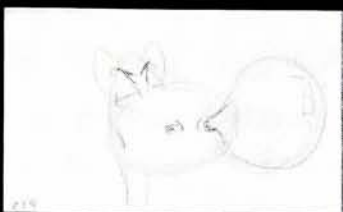






Option 3 Level 1









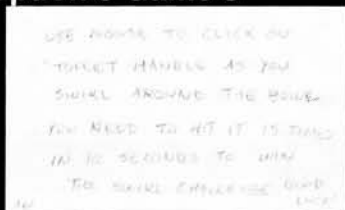
Option 3 Level 2







Option 3 Game 3

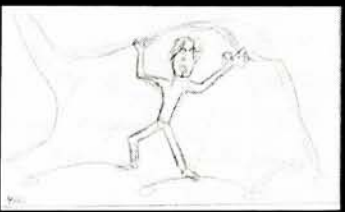
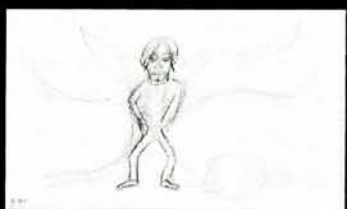


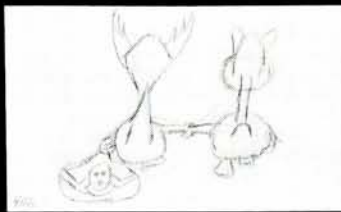
Option 3 Level 3



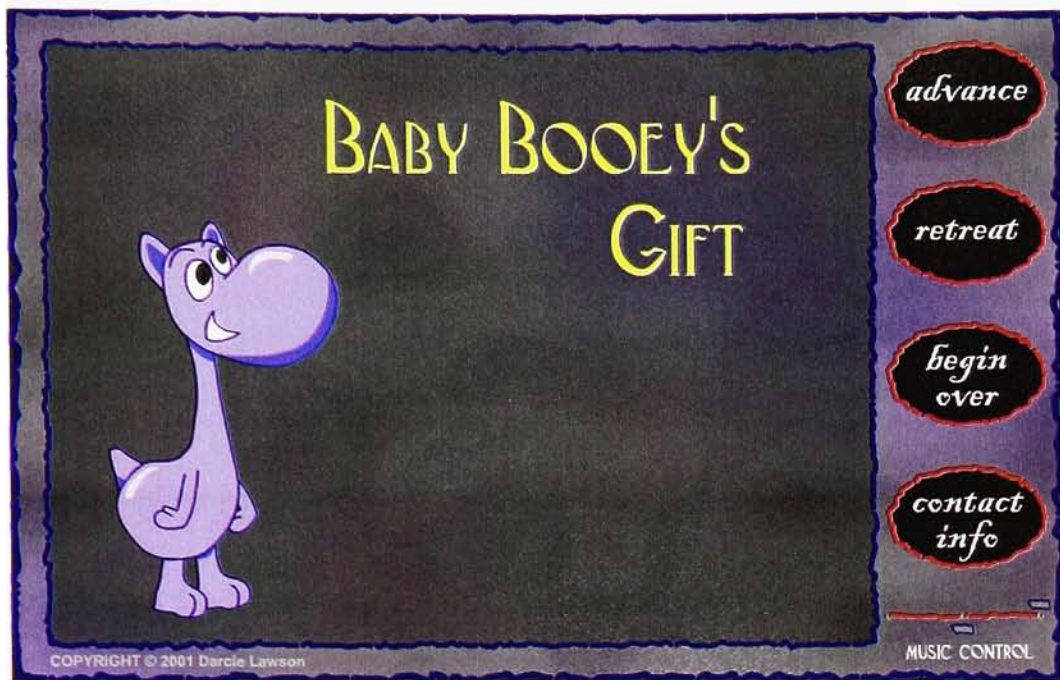
Option 3 Level 4







Appendix F: Screen Shots



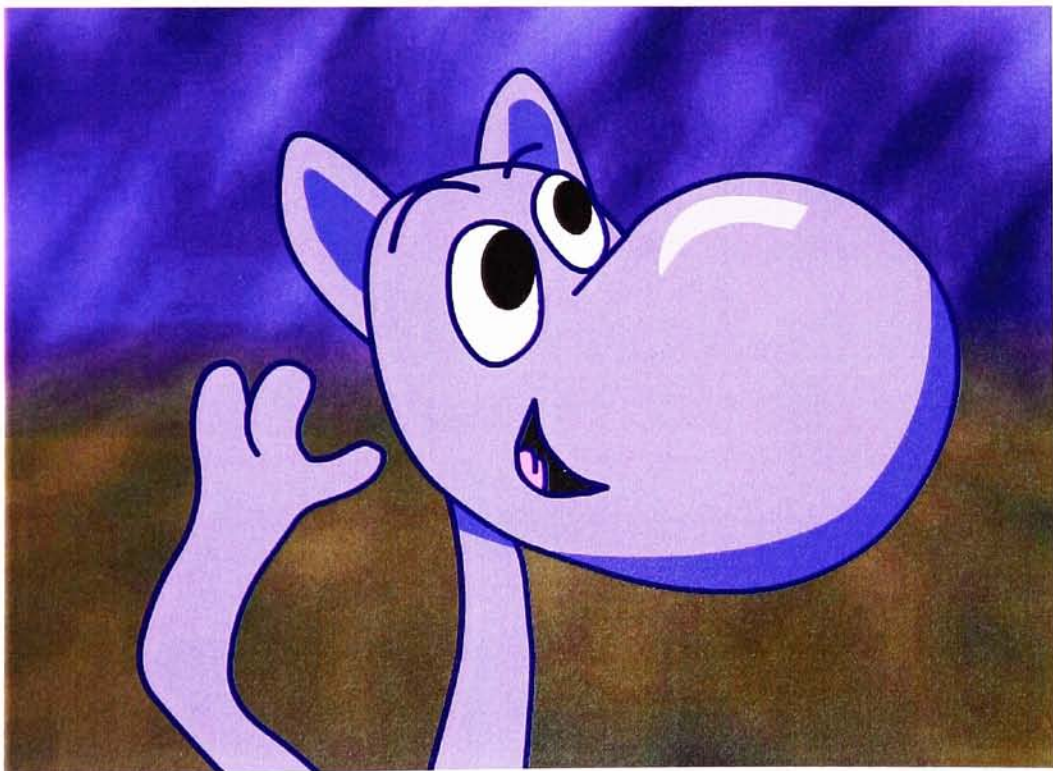
Interface and Title



Yatz listening on "bus". (Introduction)



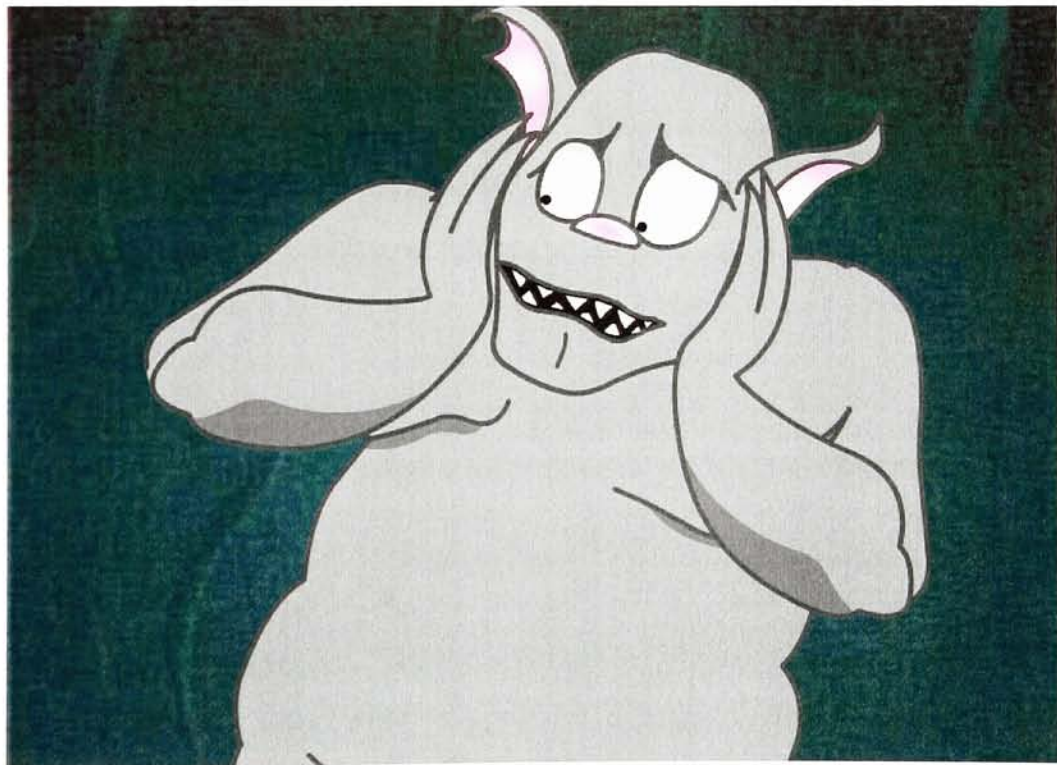
"Choose" an item to continue. (Introduction)



Baby Booley waving hello. (Option 1, Level 1)



Goplor with spider pie. (Option 1, Level 1)



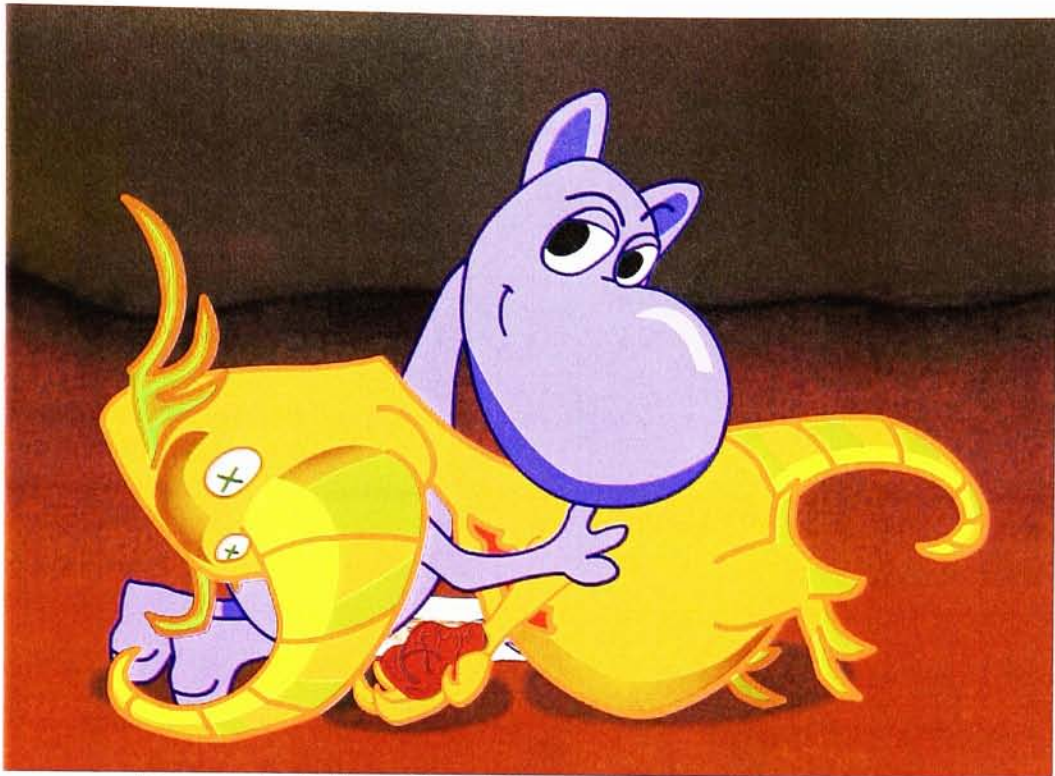
Squy is horrified. (Option 1, Level 2)



Sell-A-Tubbies (Game 01)



Luigi talking. (Option 1, Level 3)



Booey holding dead Greg. (Option 1, Level 4)



Opna gets excited by her dolls. (Option 2, Level 1)



Booey gets bested by Muffer. (Option 2, Level 2)



Greg is disappointed. (Option 2, Level 4)



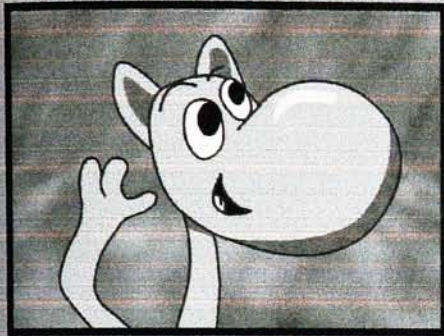
Booeey flying around the bathroom. (Game 03)



Michael Jackson is captured. (Option 3, Level 4)

MFA Animation Thesis Screenings

Friday, Dec. 14th



Interactive Animation

5:00-6:45 pm

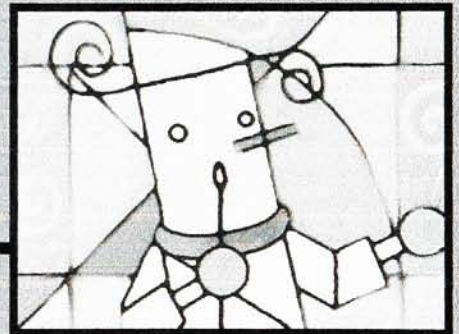
The New Media Lab, Room 07-1303

Darcie Lawson — "Baby Booeys Gift"

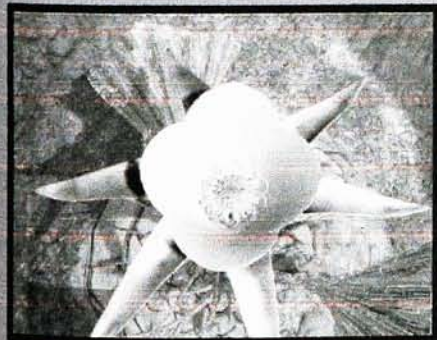
Video Animation

7:00 pm

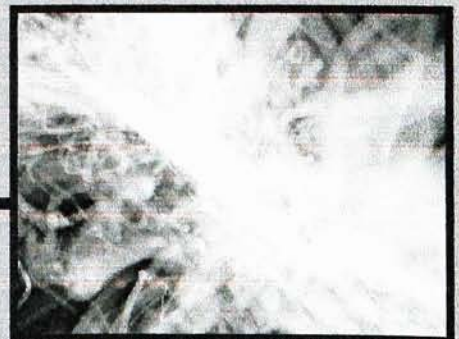
CIAS Auditorium, Room 76-1125



Thawatpong Tangsajjapoj —
"True Nature"



Shaun Foster —
"Cross Pollination"



Mike Jiang — "Birch"

Refreshments will be served!